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Nintendo

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SOCCER

INSTRUCTION BOOKLET

SPORTS SERIES

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Note: Conditions of warranty vary depending upon country.
Please refer to the appropriate warranty at the end of this booklet.

Thank you for selecting the Nintendo® Entertainment System™ Soccer Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Enjoy World Cup action as you move your team up and down the field. Perform kick-offs, throw-ins, goal kicks and corner kicks — just like in a real soccer match. You can choose (from 1 ~ 5) the skill level of the opposing team, so as your team improves, so does your opponents. Select a computer team or play against a friend. You even choose the length of the match, and as time ticks down, be prepared for a great half-time show.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with paint thinner, benzene, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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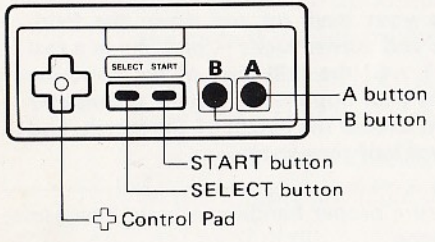
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/Controller 2



* Controller 1 – for 1 Player Game.
* Controller 2 – for second player in 2 Player Game.

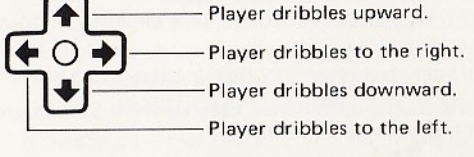
Operating the controller for this soccer game is fairly complicated. Read this instruction booklet carefully and get used to the operations in order to master the functions of all buttons.

OFFENSE:

[✚ Control Pad]

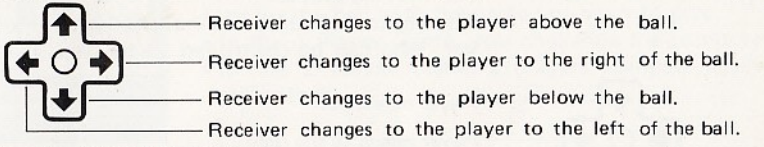
Dribbling

The controller number is indicated on top of the player who is dribbling.



Controlling who you pass to

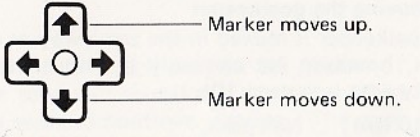
The controller number will flash on top of the player who will receive the pass.



Controlling direction of goal shots

The position of the shot marker (arrow) in front of your opponent's goal determines the direction of your shot.

* No arrow appears during penalty kick sessions.



[A button]

This button is used for shooting.
Move the shot marker with the ✚ control pad, and press the A button.

[B button]

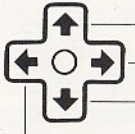
This button is used for passing.
Designate the player to receive the pass with the ✚ control pad, and press the B button.
Control will be transferred to the player who receives the pass.

DEFENSE:

[✚ Control Pad]

(1) Moving players

The controller number is indicated on top of the player who can be controlled.

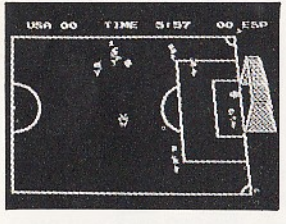


Player moves up.

Player moves to the right.

Player moves down.

Player moves to the left.



(2) Moving the goalkeeper

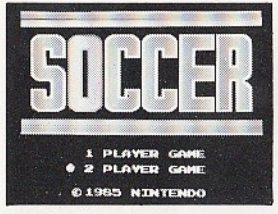
The goalkeeper is moved in the same way as described in (1); however, he can only be moved within the penalty area (see page 10).

[A button] Not used.

[B button] Not used.

This button is used to transfer control to a team member near the ball.

Note: Do not confuse controller operations for offense and defense. Don't forget, offense and defense will switch back and forth as the game goes on.



SELECT button

When this button is pressed, the soccer ball moves. Line up the ball with the game you wish to play.

- In the 1 Player Game, you challenge the computer.
- In the 2 Player Game, 2 players compete against each other.

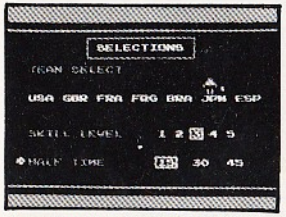
START button

Press this button to see SELECTIONS list.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

SELECTIONS List



Choosing the opposing team, their skill level, and the match time.

- **1 Player Game** (Use Controller 1 to play against the computer)

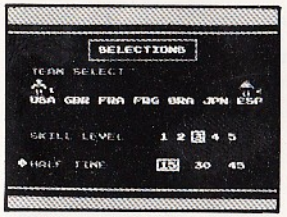
(1) Press the top or bottom of the ✠ Control Pad to line up the arrow with TEAM SELECT, and then choose your team with the right or left side of the ✠ Control Pad.

(2) Press the top or bottom of the ✠ Control Pad to line up the arrow with SKILL LEVEL, and then choose the difficulty level with the right or left side of the ✠ Control Pad.

(1 2 3 4 5)
Beginner - - - - - - - - → Professional

(3) Press the top or bottom of the ✠ Control Pad to line up the arrow with HALF TIME, and then choose the match time with the right or left side of the ✠ Control Pad.

* The match will begin when the START button is pressed.
* Controller 1 defends the left-hand goal.
* A whistle begins the game, but control of the players begins when the controller number appears on top of a player.



- **2 Player Game** (Use Controllers 1 and 2 and compete with a friend)

(1) Press the top or bottom of the ✠ Control Pad on Controller 1, and line up the arrow with TEAM SELECT. Press the right or left side of the Control Pad on Controllers 1 and 2, and choose your teams.

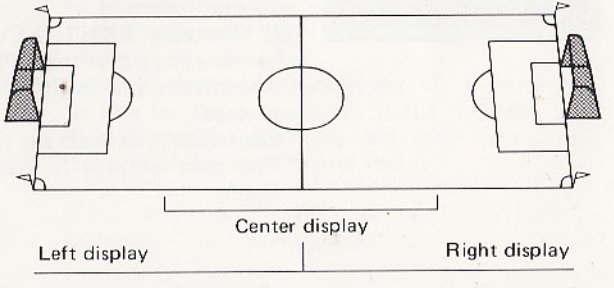
(2) Choosing SKILL LEVEL and HALF TIME is the same as for the 1 Player Game.

* The match will begin when the START button is pressed.
* Controller 1 defends the left-hand goal.
* The start of play is the same as for the 1 Player Game.

3. HOW TO PLAY

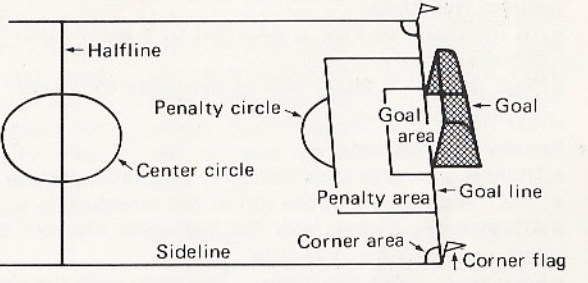
There are two Soccer games available: a 1 Player Game where the computer is your opponent, and a 2 Player Game where two players play against each other.
* **Note** that some rules differ than those of the real game.

- The player indicated with the controller number is controlled.
- See section on "Names of Controller Parts and Operating Instructions", to learn about dribbling, goal shots, passing and goalkeeper operations.
- In the case of a tie, there is a penalty kick session.



- In Nintendo Entertainment System Soccer, shots are valid even if time runs out (TIME OUT) while they are in mid-flight.
- There is a 3-minute warning before time runs out.
- Throw-ins, goal kicks, corner kicks or indirect free kicks are played automatically if the ball is held for longer than 8 seconds.
- Goals are not changed at half time.

Playing Field Description



Kick off

- The game begins automatically with a kickoff. When the controller number appears on top of a player, he can be controlled with the ✚ control pad.

Throw-ins:

- A throw-in is performed when the ball goes past a sideline and out of bounds.
- Press the ✚ Control Pad to designate the player who will receive the throw, and then press the B button.

Goal kicks:

- A goal kick is performed when the opponent kicks the ball out of bounds across your goal line.
- Press the ✚ Control pad to designate the player to receive the kick, and then press the B button.

Corner kicks:

- A corner kick is performed when the opponent kicks the ball out of bounds at his own goal line.
- Press the ✚ Control pad to designate the player to receive the kick, and then press the B button.

Indirect free kicks:

- An indirect free kick is awarded to a team when the opposing team commits an offsides penalty.
- Press the ✚ Control pad to designate the player to receive the kick, and then press the B button.

Penalty kick sessions:

- There is a penalty kick session if the match ends in a tied score.
- "P.K" is displayed at the top of the screen.
- Advance the kicker, aim the ball with the top or bottom of the ✚ control pad, and press the A button.
- Each team kicks five times. The team with the most goals wins. (The game will end when a winner is decided even if all kicks have not been finished.)
- If there's a tie in the penalty kick session, the entire game is a tie.

Soccer Terminology

Kickoff:
The kick that begins a game or the kick that restarts play after a goal (performed by the team against which the goal was scored).

Throw-in:
Throw-ins are performed when the ball goes out of bounds over a sideline. A player from the team that didn't knock the ball out passes the ball to a team member from the point at which the ball went out.

Goal kick:
You are allowed a goal kick when a member of the opposing team knocks the ball out of bounds over your goal line. A player from your team kicks the ball in from either the "upper" or "lower" corner of the penalty area, depending on where the ball went out (either above or below the goal on the screen).

Corner kick:
The opposing team is allowed a corner kick when you knock the ball out of bounds over your own goal line. A player from the opposing team kicks the ball in from either the "upper" or "lower" corner area, depending on where the ball went out (either above or below the goal on the screen).

Indirect free kick:
Indirect free kicks are performed after offsides violations. A member from the team that didn't commit the violation kicks the ball in from the place where the violation occurred. He is not allowed to kick directly at the goal.

Offsides:
In order to pass to a player on your own team, at least two players from the opposing team (including the goalkeeper) must be present between the player and the opponent's goal line for the pass to be legal. Otherwise, an offsides penalty occurs. When this violation occurs, the opposing team is awarded an indirect free kick.
Note that offsides are not called past the half-field line due to screen limitations.

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NES Service Department
Hi-Tech Electronic Services Ltd.
Unit 2B
200 Rickmansworth Rd
Watford
Herts WD1 7JS
TEL: (0923) 41811

(BE SURE TO INCLUDE YOUR NAME, ADDRESS, PHONE NUMBER, SALES RECEIPT, PLUS A BRIEF DESCRIPTION OF THE FAULT.)

In the event of any problem phone the NES Service Department by calling (0923) 41811 (8:00 a.m. to 4:00 p.m., Monday to Friday).

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This warranty/guarantee is in addition to and does not diminish your statutory or legal rights.

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If the Pak develops a problem after the 90-day warranty period, you may contact the NES Service Department at the phone number noted above. If the NES Service Technician is unable to solve the problem by phone, simply return the defective Pak, freight prepaid and insured for loss or damage, to the NES Service Department at the above address, enclosing a cheque or money order for £10.00, payable to Hi-Tech Electronic Services.

Mattel will, at its option, subject to conditions above, repair the Pak or replace it with a new or repaired Pak. If replacement Paks are not available, the defective Pak will be returned and the £10.00 payment refunded.

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To receive this warranty service,
contact Mattel Pty. Limited
(nearest state office)

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